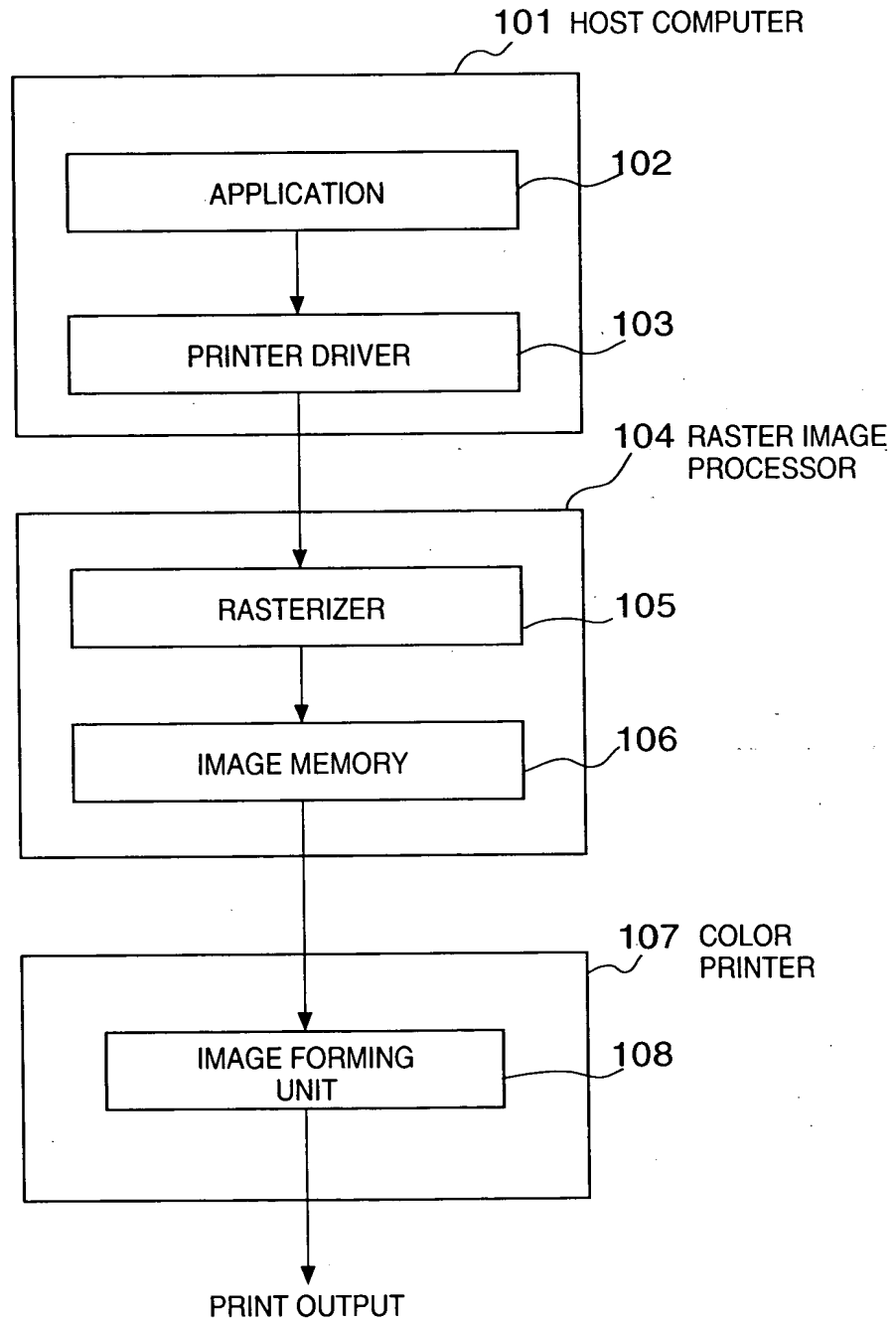
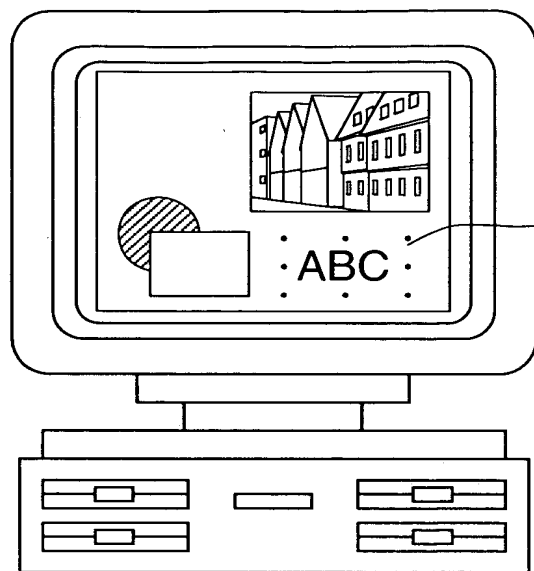


FIG. 1



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FIG. 2A

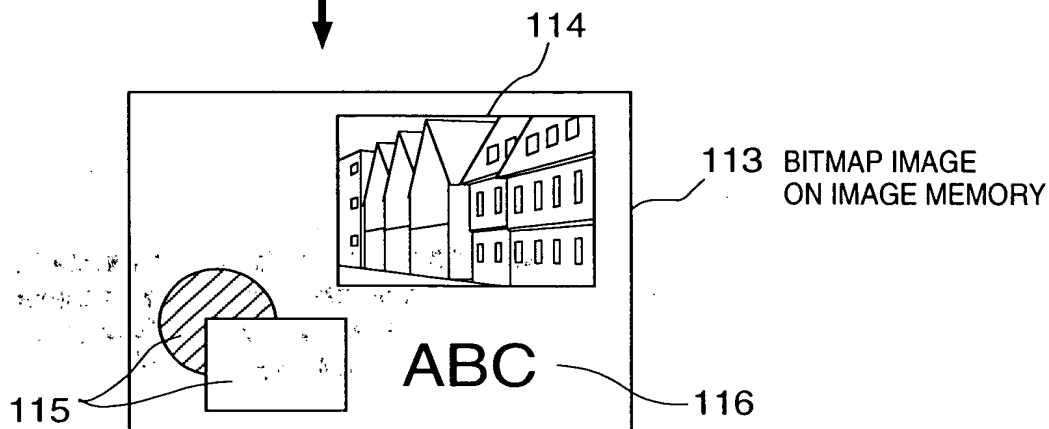


111 DOCUMENT
ON APPLICATION



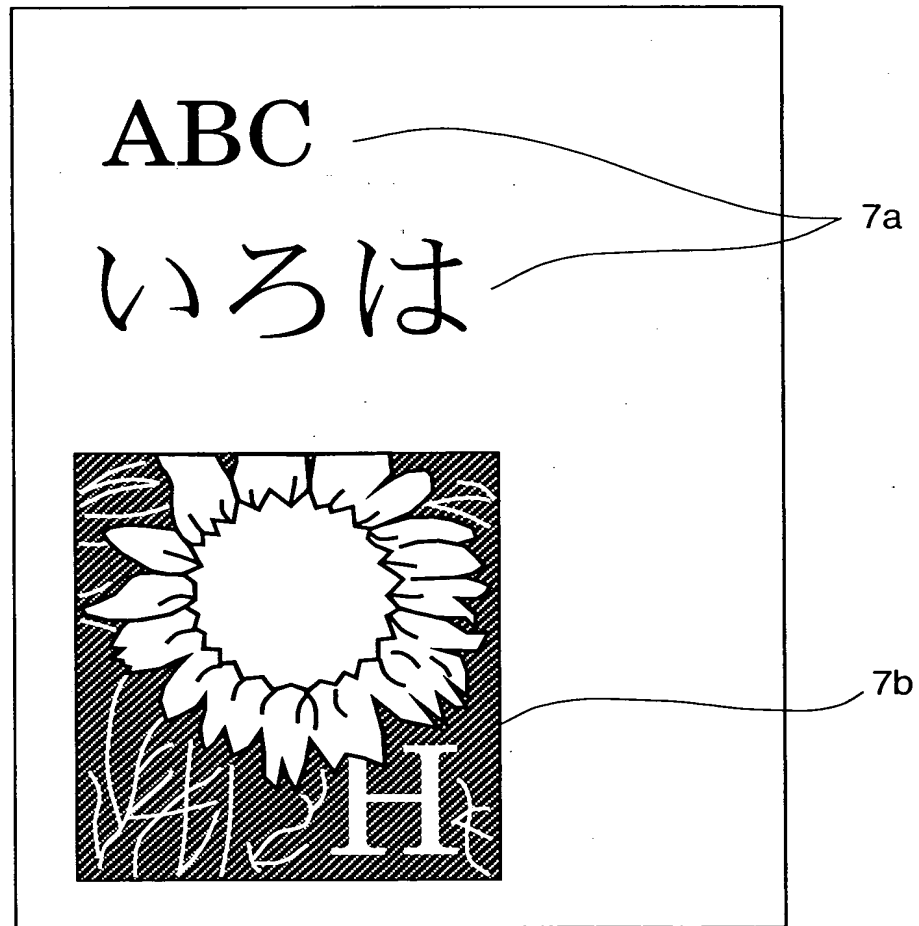
112 PDL COMMAND
SEQUENCE

- CIRCLE / COLOR = GRAY / SIZE = 100 / POSITION = x : 20, y : 40
- RECTANGLE / COLOR = WHITE / SIZE = 40 × 30 / POSITION = x : 25, y : 45
- CHARACTER / CHARACTER STRING = "ABC" / SIZE = 15 POINTS / COLOR= BLACK / POSITION = x : 50, y : 50
- IMAGE / SIZE = 50 × 30 / POSITION = x : 30, y : 5 /
IMAGE DATA = FFA032D0.....807236CAB0680EF5 /



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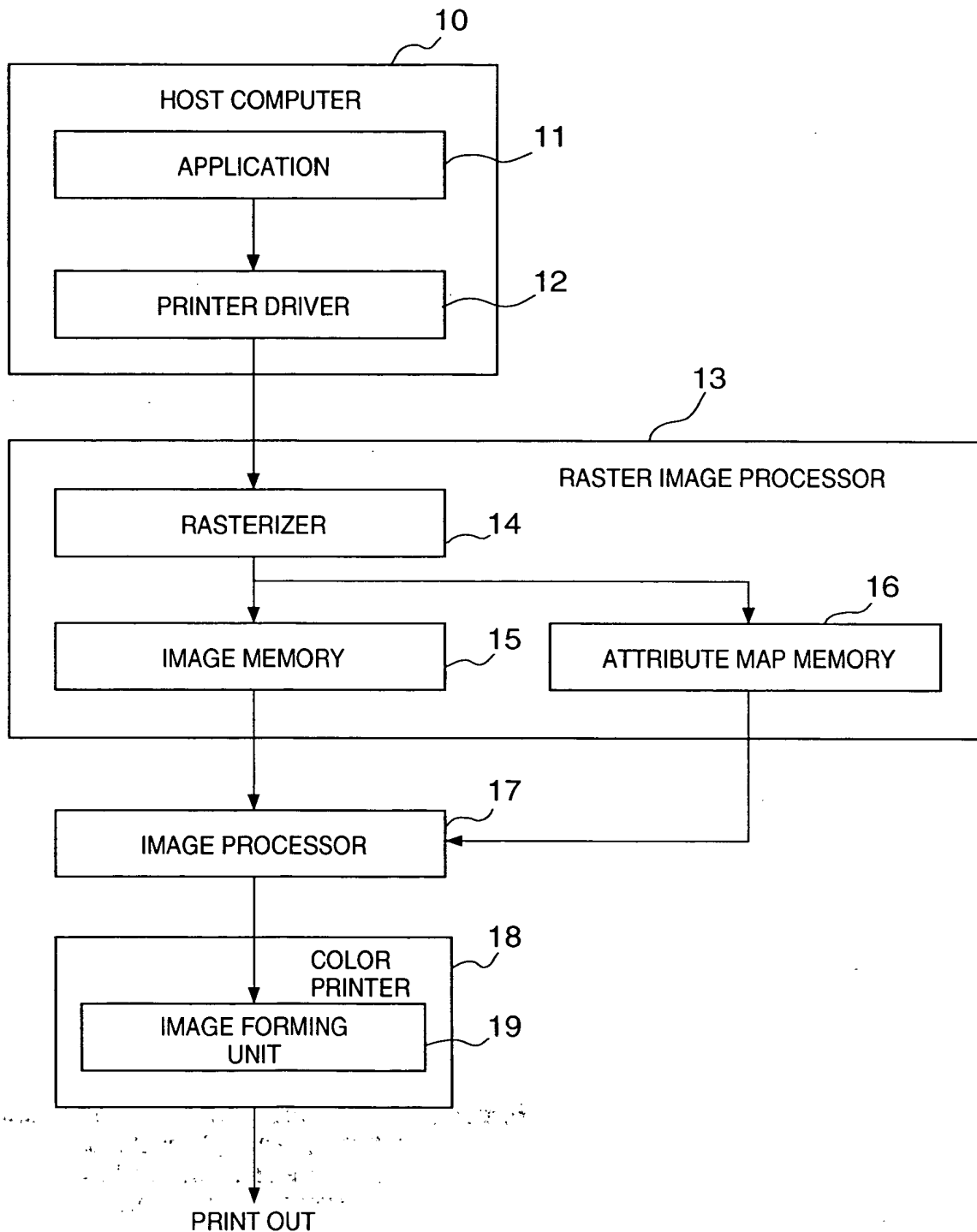
FIG. 2B



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FIG. 3



09521850.030900

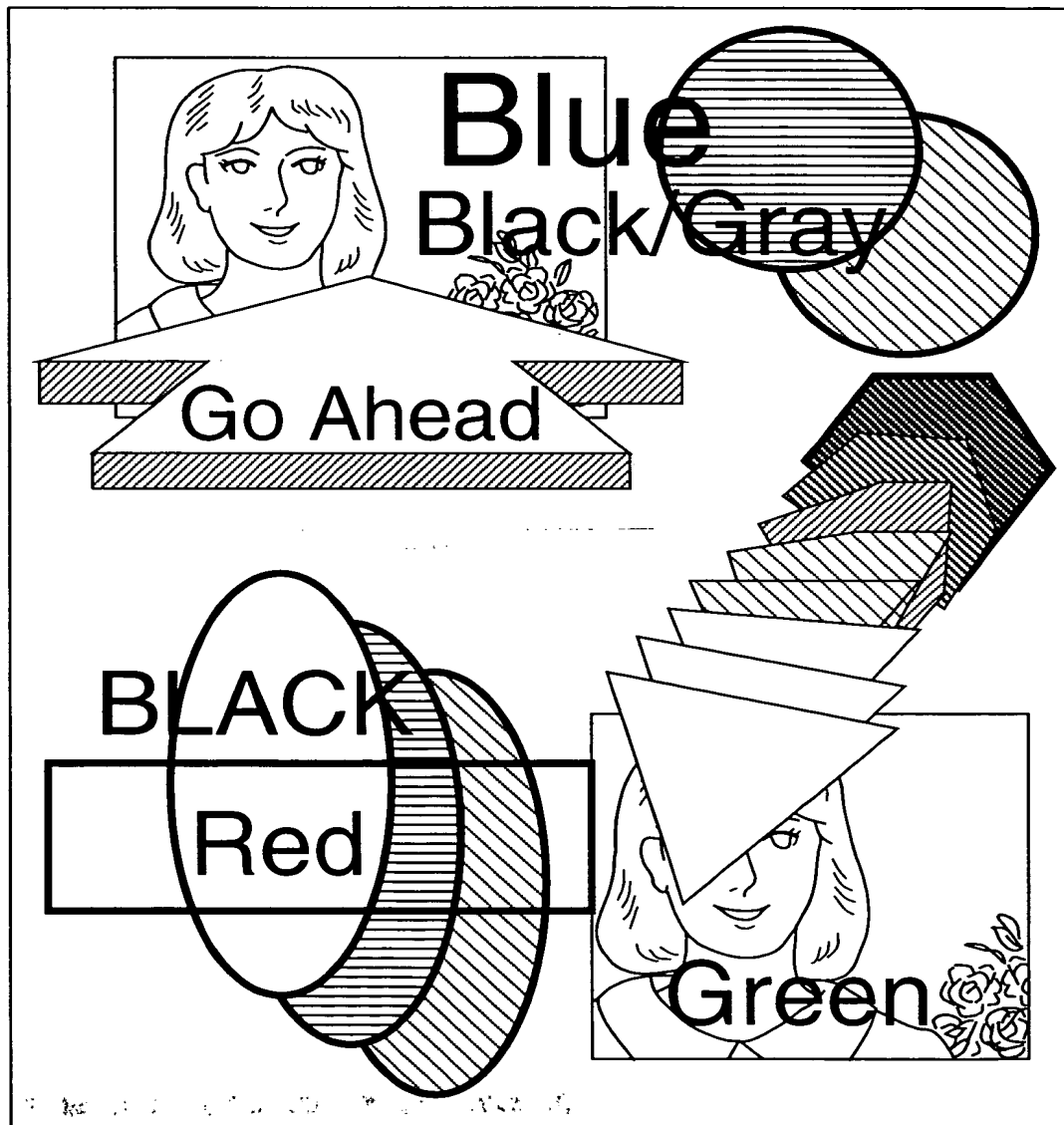
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FIG. 4

ATTRIBUTE MAP INFORMATION PART ATTRIBUTE	VECTOR ATTRIBUTE	CHARACTER ATTRIBUTE	COLOR ATTRIBUTE
NATURE IMAGE (COLOR)	0	0	0
NATURE IMAGE (MONOCHROME)	0	0	1
CHARACTER (COLOR)	1	1	0
CHARACTER (MONOCHROME)	1	1	1
GRAPHIC (COLOR)	1	0	0
GRAPHIC (MONOCHROME)	1	0	1

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FIG. 5



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006000 05812560

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FIG. 6A

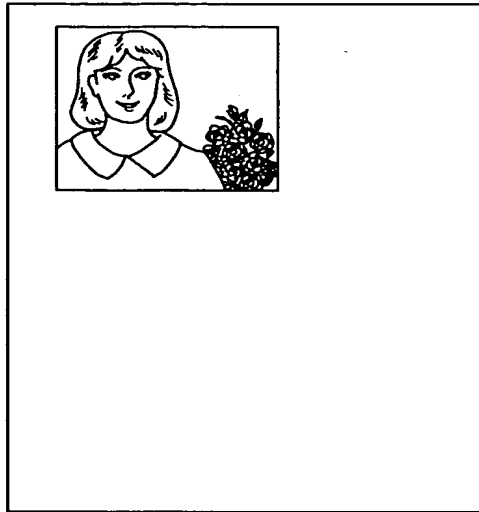


FIG. 6B

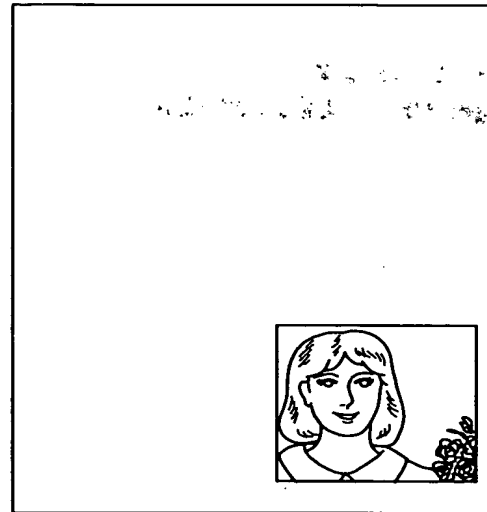


FIG. 6C

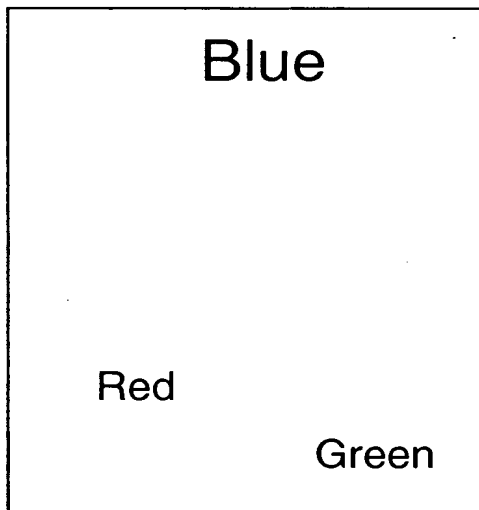


FIG. 6D

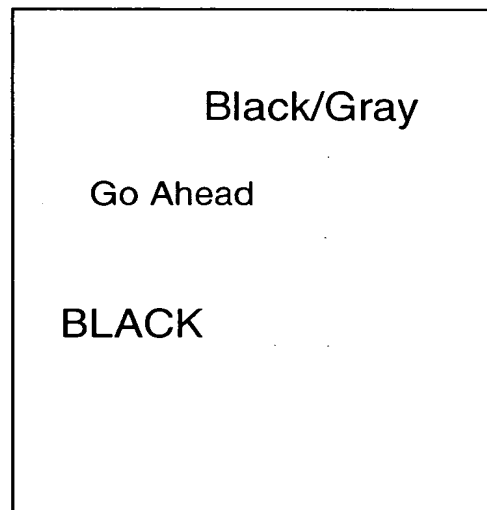


FIG. 6E

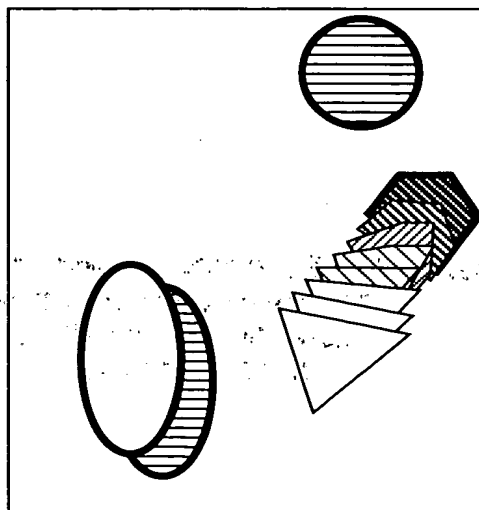
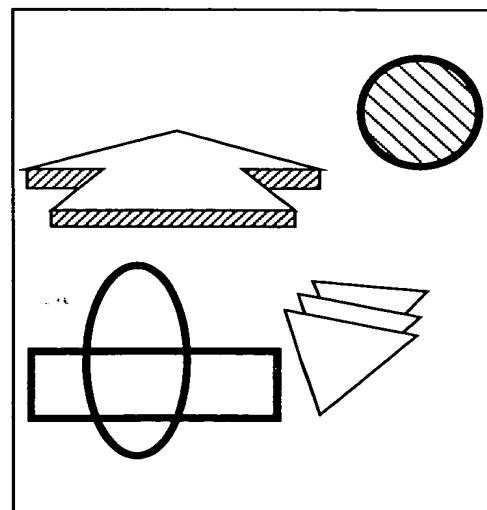


FIG. 6F



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FIG. 7A

VECTOR ATTRIBUTE

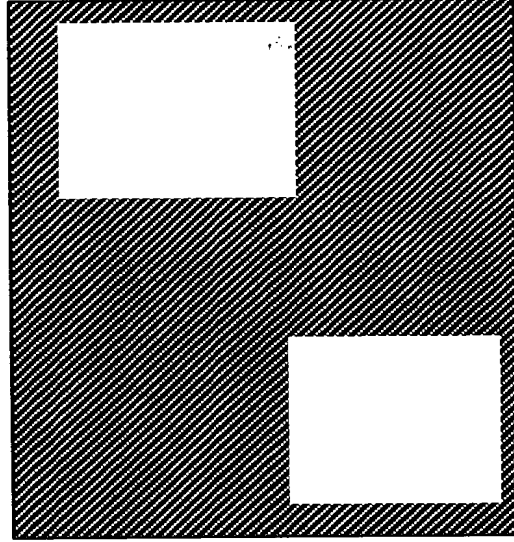


FIG. 7B

CHARACTER ATTRIBUTE

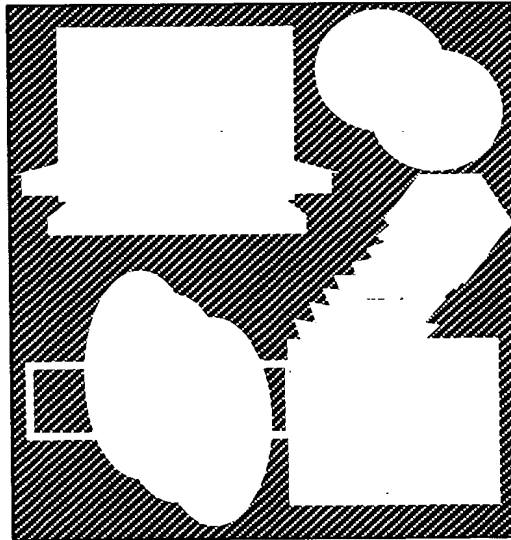
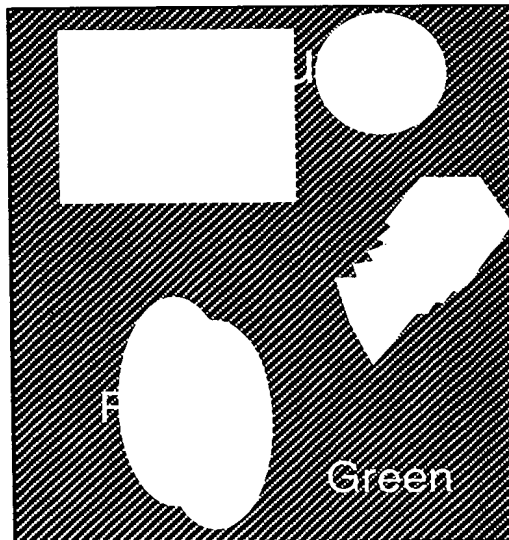


FIG. 7C

COLOR ATTRIBUTE



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FIG. 8A

25	50	125
100	75	150
225	200	175

FIG. 8B

210	220	230	240	250
200	70	80	90	100
190	60	10	20	110
180	50	40	30	120
170	160	150	140	130

FIG. 8C

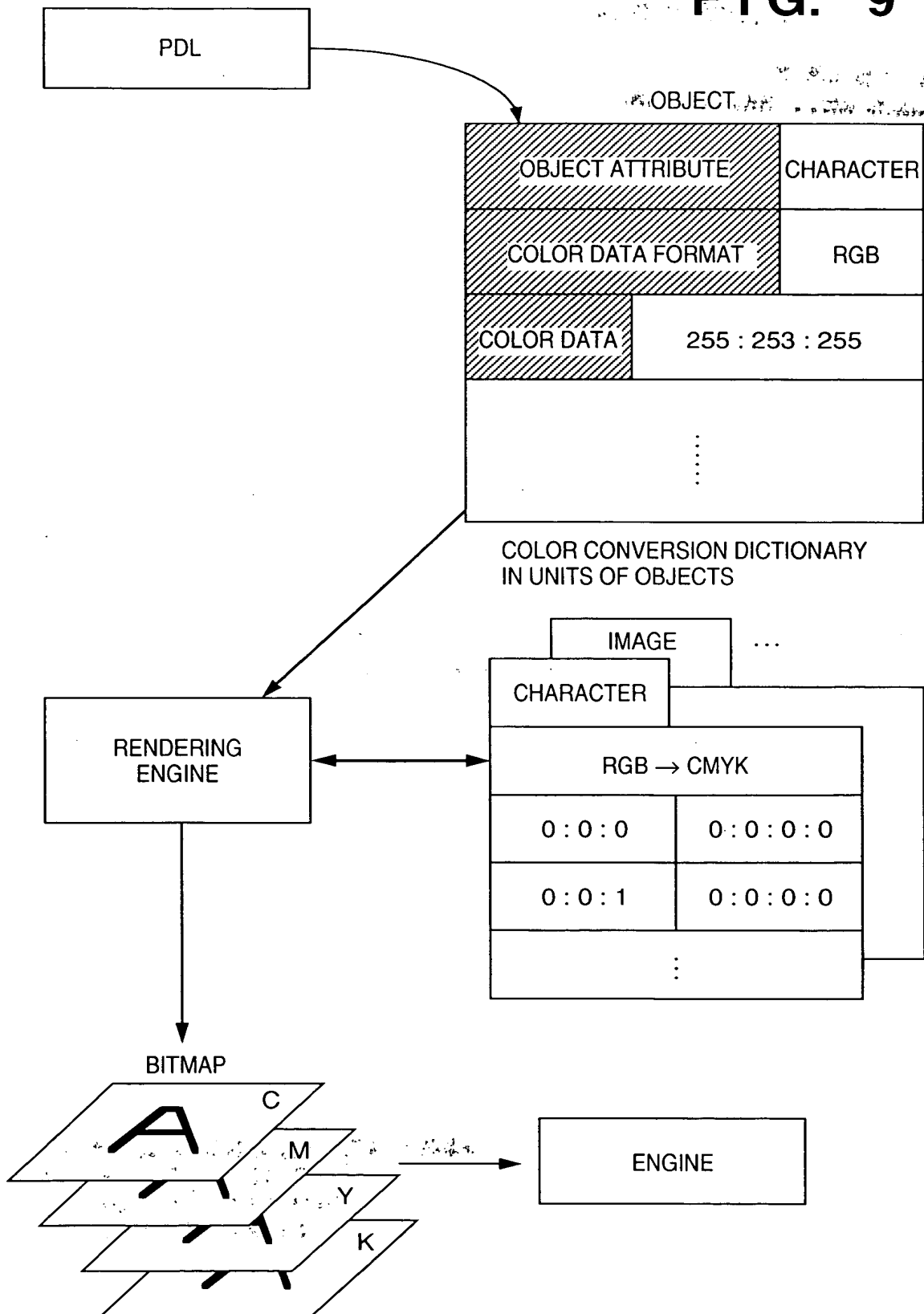
172	176	180	184	188	192	196	200
168	84	88	92	96	100	104	204
164	80	28	32	36	40	108	208
160	76	24	4	8	44	112	212
156	72	20	16	12	48	116	216
152	68	64	60	56	52	120	220
148	144	140	136	132	128	124	224
254	252	248	244	240	236	232	228

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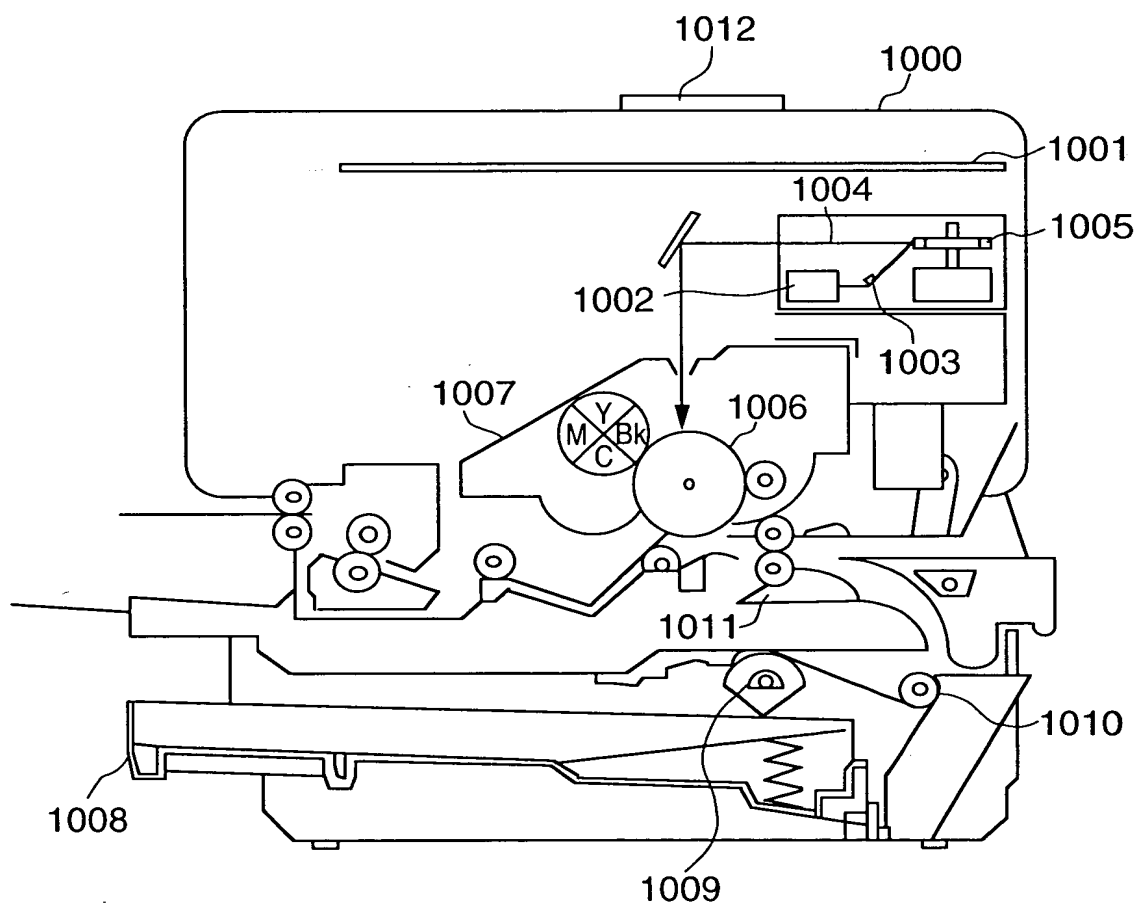
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FIG. 9



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FIG. 10



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FIG. 11

1000

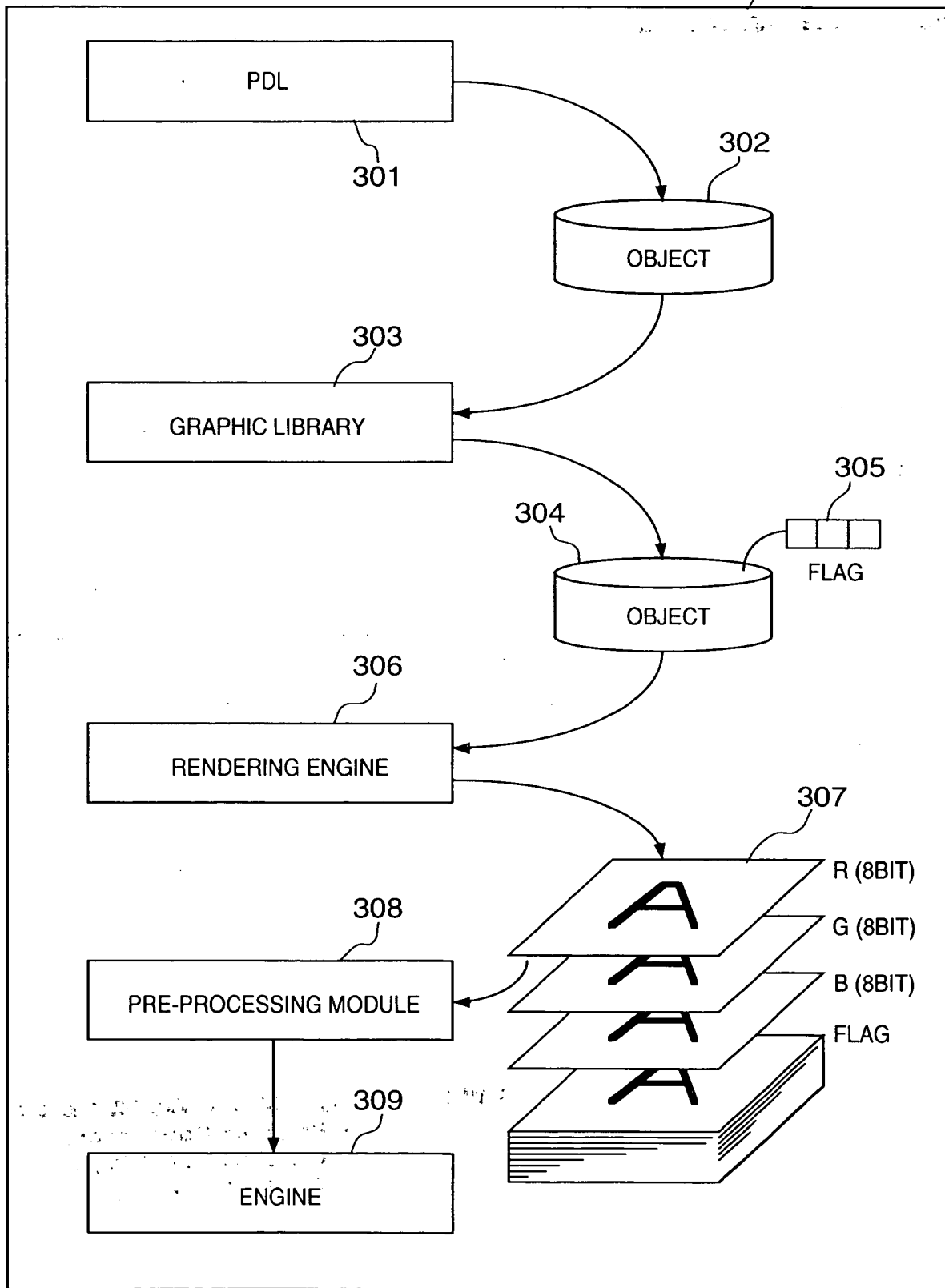


FIG. 12

0 (BITMAP FLAG)	1 (COLOR FLAG)	2 (CHARACTER FLAG)
0 (BITMAP)	0 (COLOR)	0 (OTHER THAN CHARACTER)
1 (VECTOR)	1 (MONOCHROME)	1 (CHARACTER)
		0 (TONE PRIORITY)
		1 (RESOLUTION PRIORITY)

BITMAP FLAG = 0

BITMAP FLAG = 1

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FIG. 13

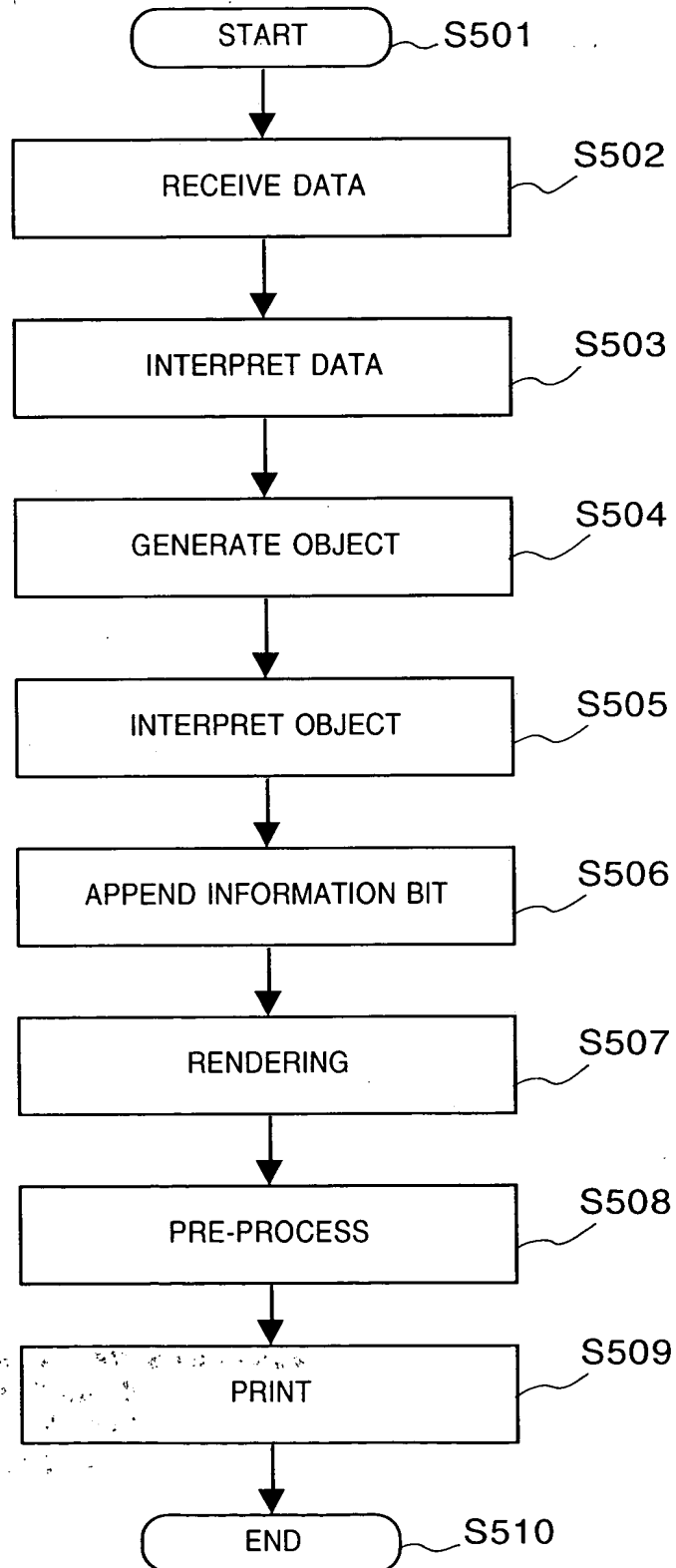
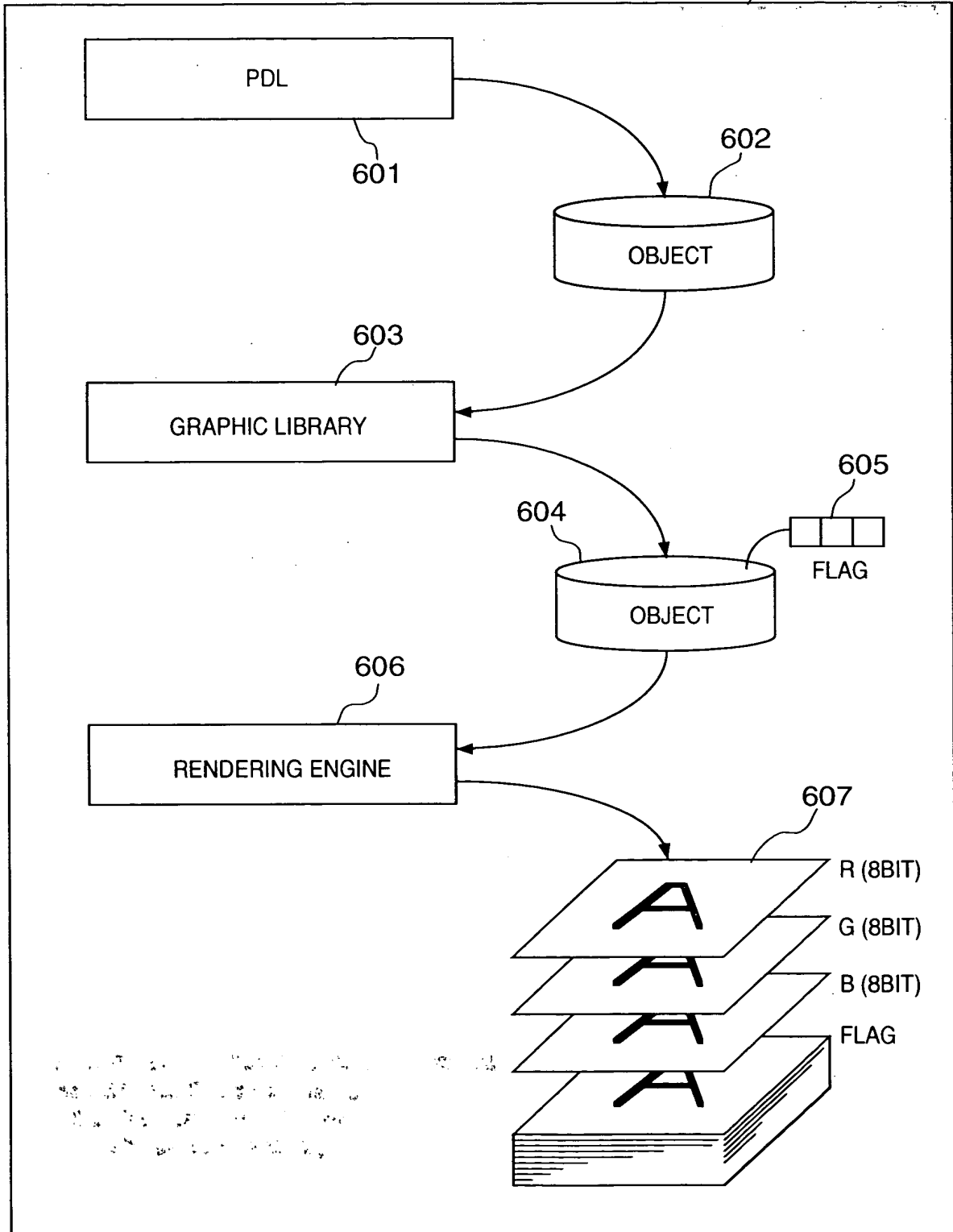


FIG. 14

1000



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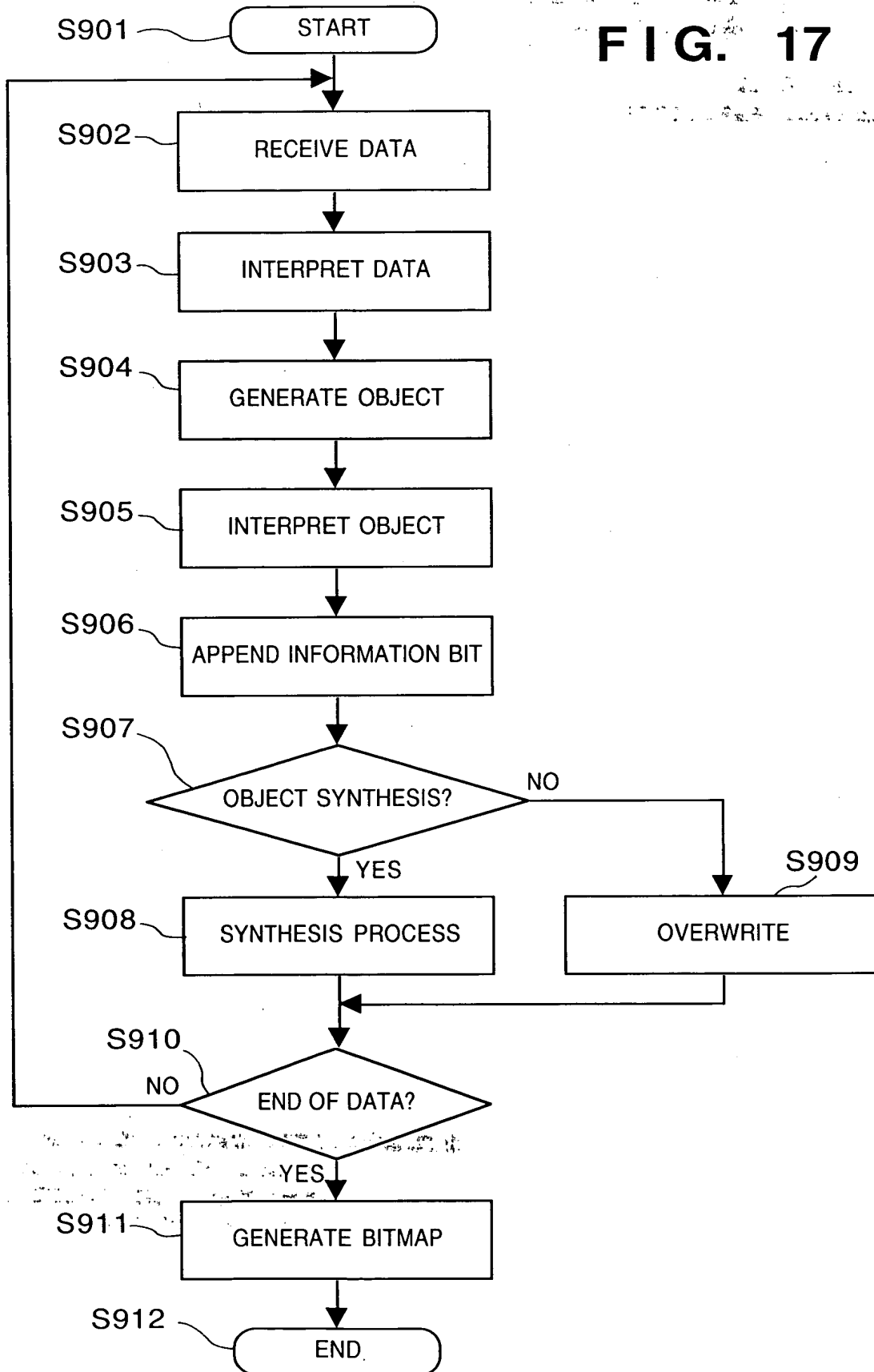
FIG. 15

0 (BITMAP FLAG)	1 (COLOR FLAG)	2 (CHARACTER FLAG)	BITMAP FLAG = 0
0 (BITMAP)	0 (COLOR)	0 (OTHER THAN CHARACTER)	
1 (VECTOR)	1 (MONOCHROME)	1 (CHARACTER)	
		0 (TONE PRIORITY)	BITMAP FLAG = 1
		1 (RESOLUTION PRIORITY)	

FIG. 16

SYNTHESIZED OBJECT	S NOT S	D NOT D	SorD SandD SxorD S α D
FLAG SYNTHESIS METHOD	S FLAG	D FLAG	AND

FIG. 17



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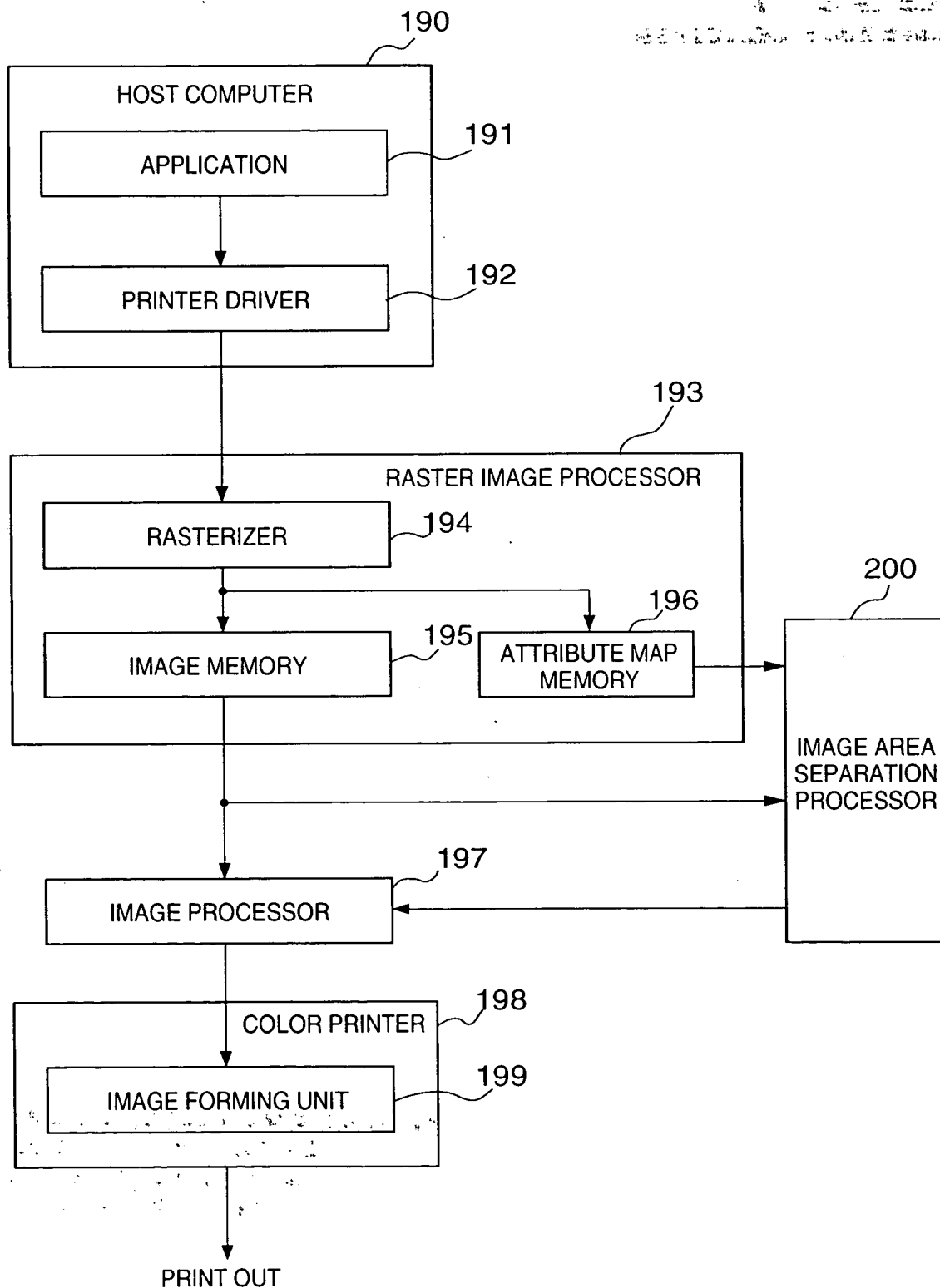
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FIG. 18

SYNTHESIZED OBJECT	S NOT S	D NOT D	SorD SandD SxorD S α D
FLAG SYNTHESIS METHOD	S FLAG	D FLAG	ALL "0"S

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FIG. 19



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FIG. 20

BIT		0	
INFORMATION		BITMAP FLAG	
		0	VECTOR
		1	BITMAP

FIG. 21

0	0	0	0	0	0	0	0	0
0	0	0	0	1	1	0	0	0
0	0	0	1	1	1	0	0	0
0	0	1	1	1	1	0	0	0
0	0	0	0	1	1	0	0	0
0	0	0	0	1	1	0	0	0
0	0	0	0	1	1	0	0	0
0	0	0	0	1	1	0	0	0
0	0	0	0	1	1	0	0	0
0	0	0	0	1	1	0	0	0
0	0	0	0	1	1	0	0	0
0	0	0	0	1	1	0	0	0
0	0	0	0	1	1	0	0	0
0	0	0	0	1	1	0	0	0
0	0	0	1	1	1	1	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0

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FIG. 22

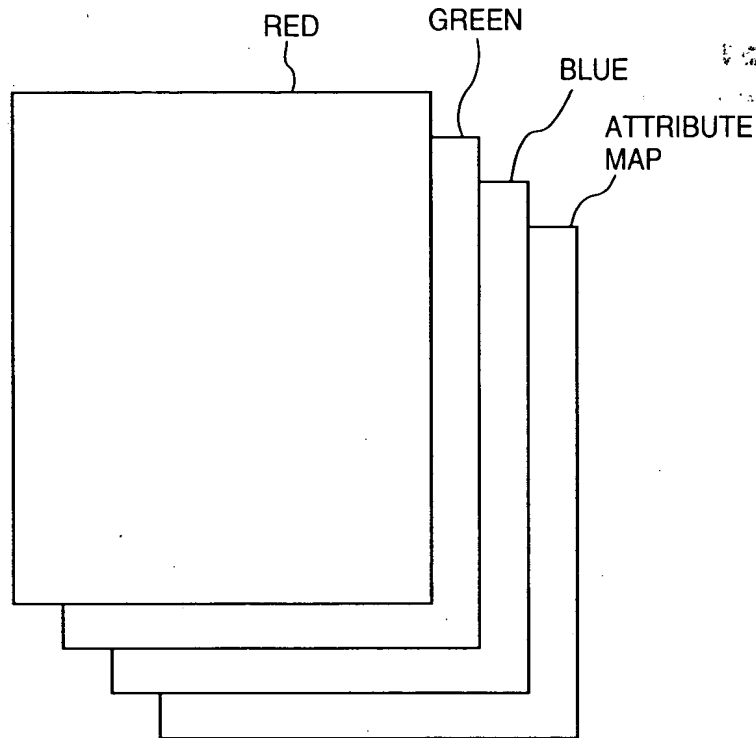


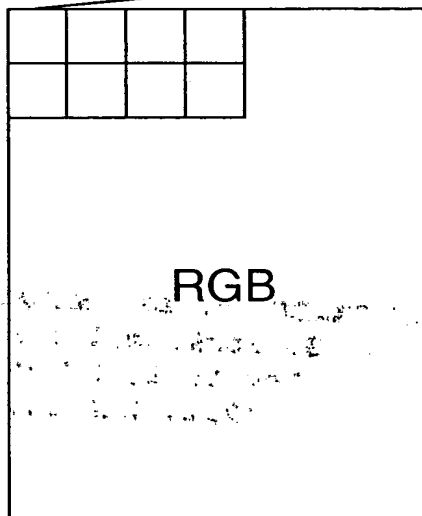
FIG. 23

CONFIGURE TO HAVE INFORMATION :

RED GREEN BLUE ATTRIBUTE
MAP



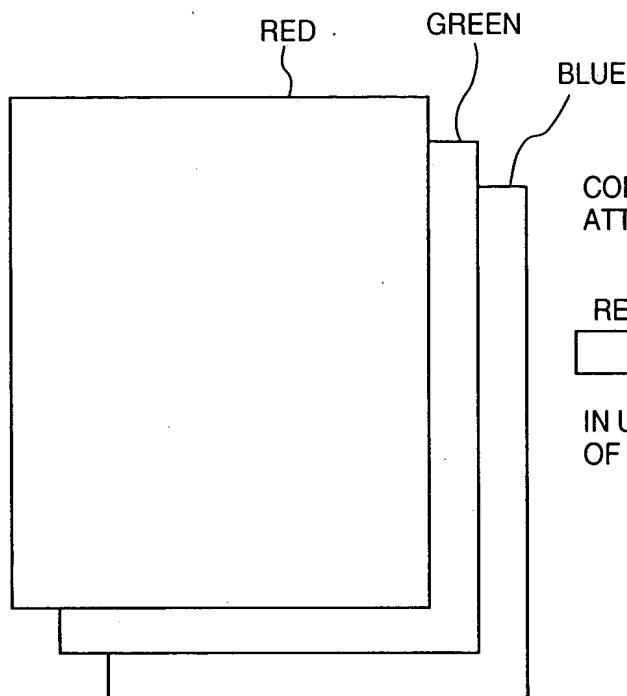
IN UNITS OF PIXELS



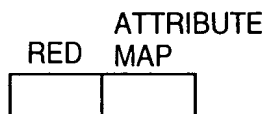
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FIG. 24



CONFIGURE TO EMBED
ATTRIBUTE MAP LIKE :



IN UNITS OF PIXELS OF ONE
OF R,G, AND B PLANES

FIG. 25

IN UNITS OF PIXELS

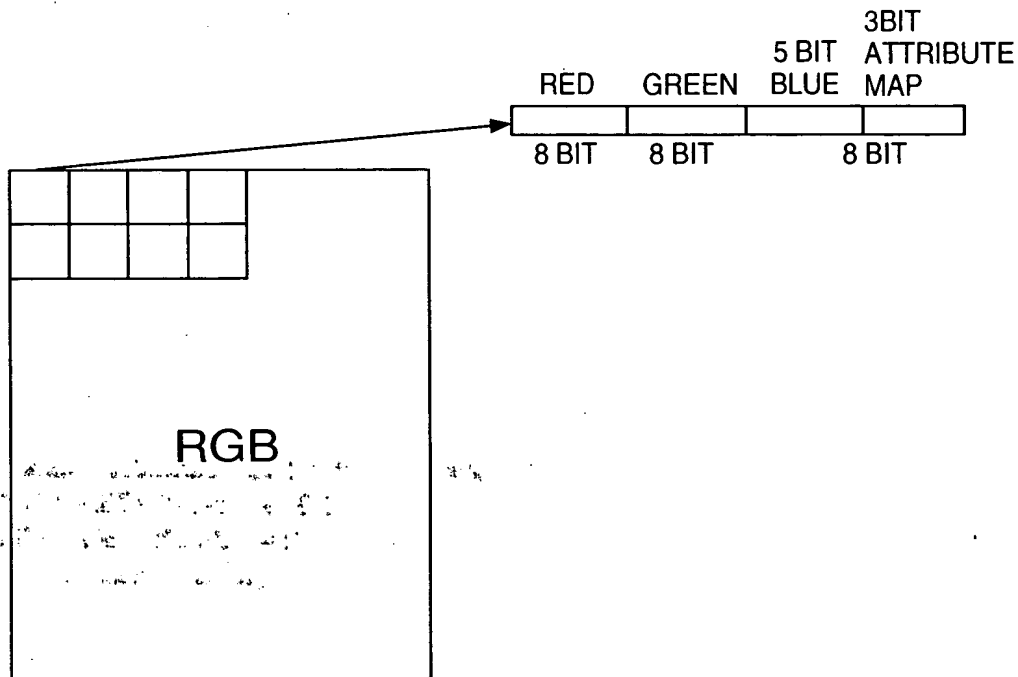


FIG. 26

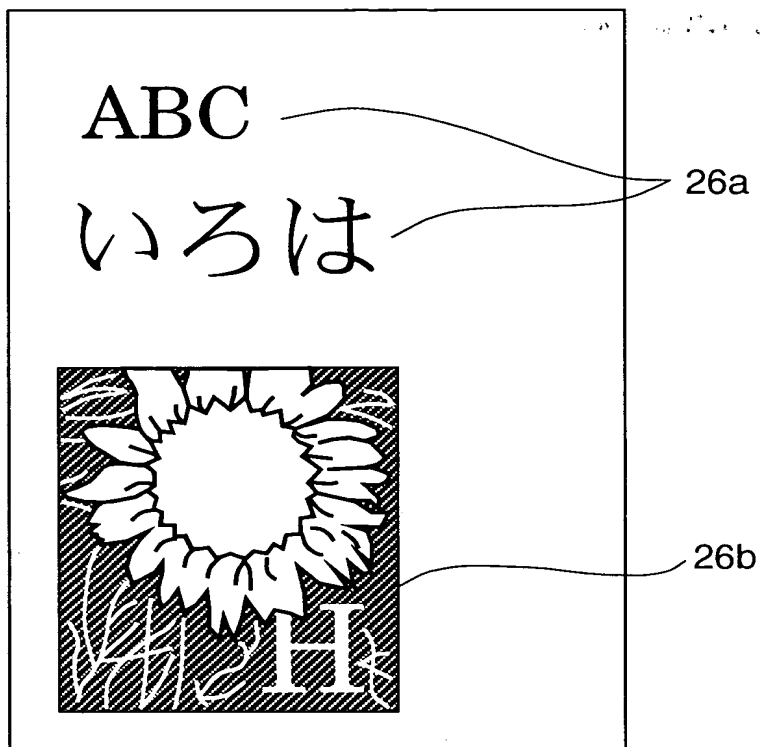
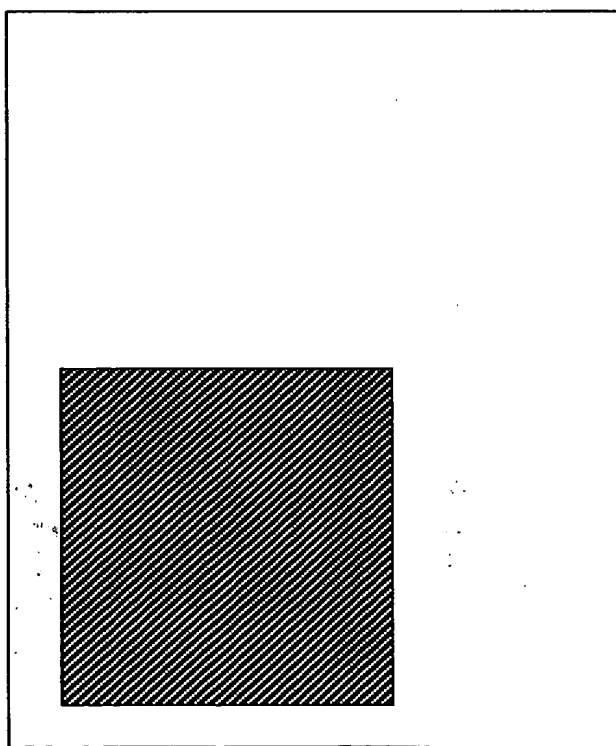


FIG. 27



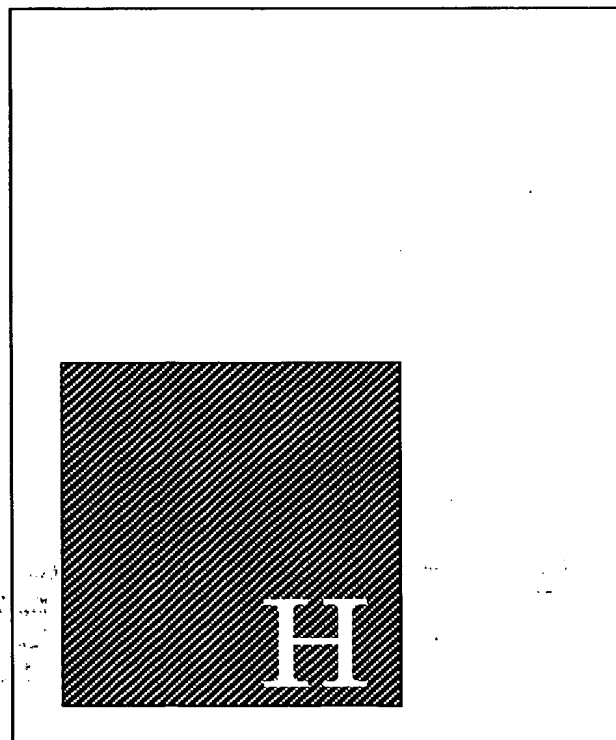
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FIG. 28

25	50	125
100	75	150
225	200	175

FIG. 29



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FIG. 30

254	148	152	156	160	164	168	172
252	144	68	72	76	80	84	176
248	140	64	20	24	28	88	180
244	136	60	16	4	32	92	184
240	132	56	12	8	36	96	188
236	128	52	48	44	40	100	192
232	124	120	116	112	108	104	196
228	224	220	216	212	208	204	200

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FIG. 31

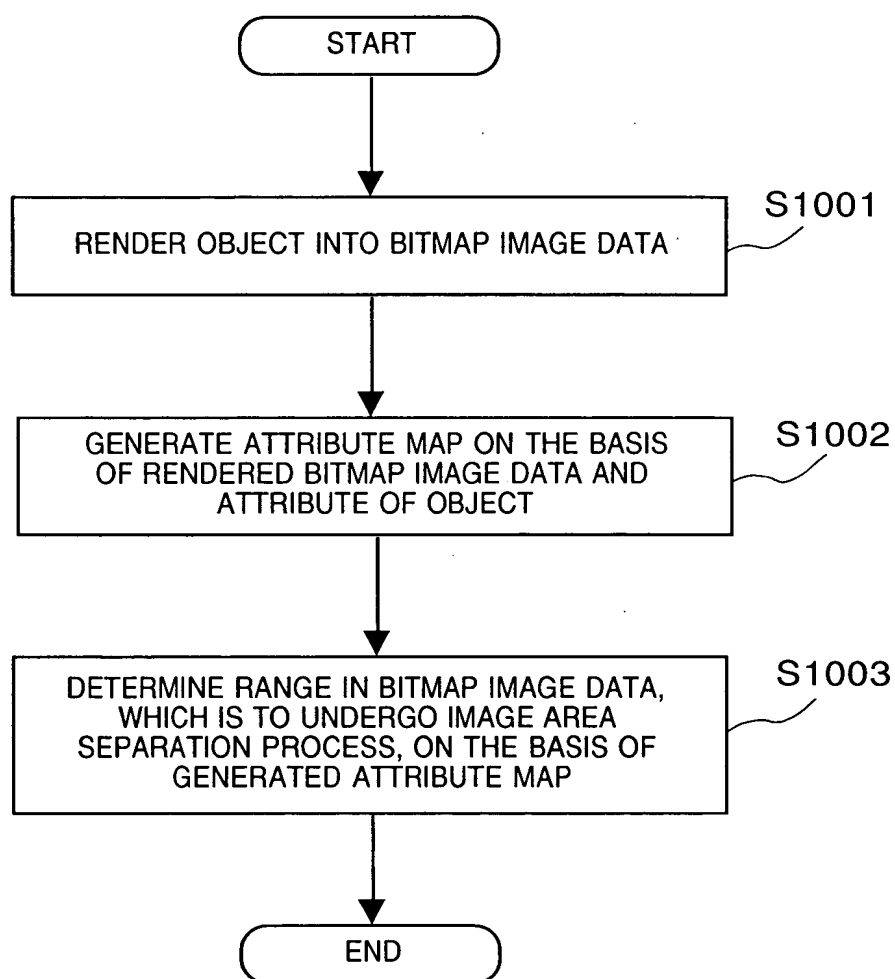
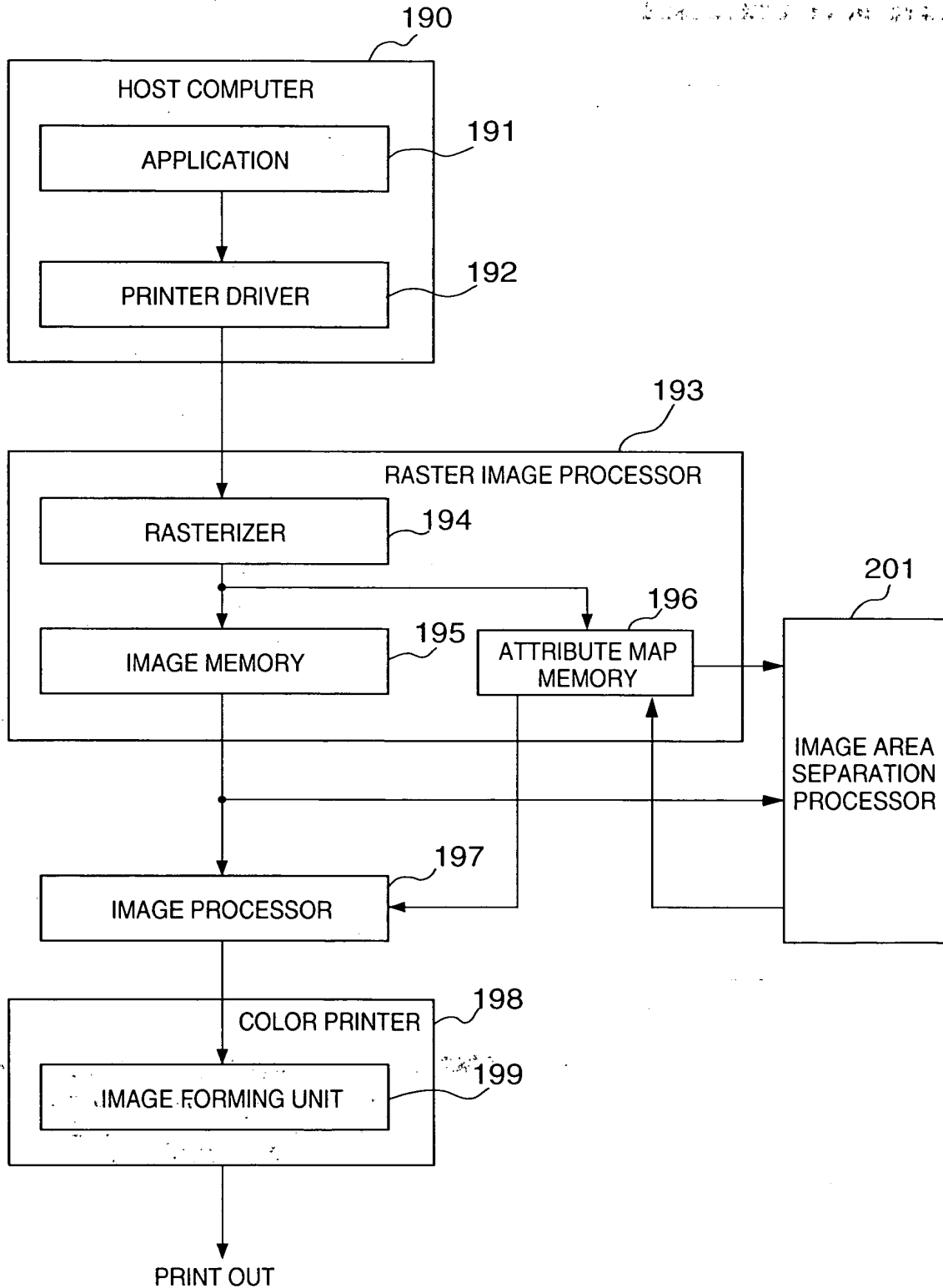


FIG. 32



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